

Amendments to the Specification

Please replace paragraph [0030] with the following amended paragraph:

[0030] The recipient 208 may recognize the message 202 as protected and attempt to obtain a use license 210 from the rights management server 200. First, the rights management client application 204 can make a request for [[a]] the use license 210 from the rights management server 200. Typically, the request for the use license 210 will include the publishing license 206 and the recipient's a user certificate 214 of the recipient 208, which the rights management server 200 uses to verify that the recipient 208 is an authorized user.

Please replace paragraph [0031] with the following amended paragraph:

[0031] Once the rights management server 200 verifies the authenticity of the publishing license 206 and the recipient's 208 identity it can send the use license 210, which includes the previously saved content key, to the rights management client application 204. The content key should be encrypted to the recipient's private key (not shown), which is obtained in the registration process. Accordingly, when the rights management client application 204 receives the use license 210 containing the encrypted content key it can provide the use license 210 to ensure that the application is trustworthy to handle the decrypted content. The rights management client application 204 may then use the private key to decrypt the content key, and subsequently use the content key to decrypt the content that is protected in the protected message 202. The rights management client application 204 can then provide the decrypted content over to the appropriate application along with the restrictions that were defined in the publishing license 206 and/or use license 210 to place the appropriate restrictions on the protected content.

Please replace paragraph [0041] with the following amended paragraph:

[0041] Continuing with step 704, for rights management protected messages 202, the message transfer agent 212 pre-licenses the message 202. Pre-licensing is a method where rather than requiring the message recipient to submit a user certificate and request for a use license to the rights management server, the message transfer agent is able to obtain a use license on behalf of the message recipient. Accordingly, the message recipient can access the use license from the message transfer agent and decrypt protected content without having to request the use license from the rights management server. For further information, refer to the commonly assigned United States Patent Application Publication No. 2005/0097359 A1 for "Pre-licensing of Rights Management Protected Content," by John Gerard Speare et al., inventors, attorney docket number 13768.449, filed on MMM DD, 2003, which is herein incorporated in its entirety for everything it describes.

Please replace paragraph [0042] with the following amended paragraph:

[0042] Upon pre-licensing the message 202, in step 706, an additional MAPI, or alternatively a Multipurpose Internet Mail Extensions (MIME), property is created that contains the signed Extended Rights Markup Language (XrML) data. XrML is a rights expression language (REL) standard based on XML. XrML offers a common, simple-to-use means for expressing and managing rights and policies for digital content and services. It is a flexible, extensible and interoperable standard equipped to meet any organization's needs, regardless of industry, platform, format, media type, business model or delivery architecture. For further information on XrML, see ContentGuard, Inc.'s website <http://www.xrml.org>, which is herein incorporated in its entirety for everything it describes.

Please delete paragraph [0045]:

[0045] ~~For further information, see Microsoft Corporation, "Microsoft Rights Management Solutions for the Enterprise: Persistent Policy Expression and Enforcement for Digital Information", <http://www.microsoft.com/windowsserver2003/docs/RMS.doc>, June 2003, which is herein incorporated in its entirety for everything it describes.~~